

infamous



SONY



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PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

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The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit www.peginfo.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
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See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES



For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's Quick Reference document.

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This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

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PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

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GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://ps3reporting.com>

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IMAGINE YOUR ENTIRE WORLD GOING UP IN FLAMES.

That's what it was like just after the explosion: fire and smoke and people screaming. So much chaos, so much noise. No one was silent in those first frantic hours. No one except the dead.

I woke up dazed in the rubble of what had once been Cathedral Square – I didn't know what had happened, but I was dimly aware that something more than luck must have helped me to survive ... I mean, I was at the epicentre of the blast. The people around me weren't blown to pieces – they were vaporised. I should have died too.

So why am I still alive? How did I escape unscathed?

Now I know that I didn't, not really. No one gets out of a disaster like that unmarked. It's just that I was scarred in a different way – given superhuman powers like nothing I'd ever thought possible.

Afterwards, when the plague hit and the government sealed the city borders, I dreamed at night of strange lights and live wires, white heat behind my eyes. I felt my blood burning in my veins like liquid lightning. When I woke up, I thought the tingling in my fingertips was the last trace of my fevered dreams.

I was wrong.

Now I know what the explosion did to me, things can never be the same. As the world I knew hurtles towards destruction and various factions do their best to hurry it along, I know I am the city's only hope for survival. The question is ... do I care enough to save it?



MAJOR PLAYERS

COLE MACGRATH

"I have become a mystery to myself. What made me who I am?"

Cole was a humble bicycle courier, until the explosion that destroyed half of Empire City left him with incredible electrical powers. His transformation from urban slacker to superhuman may give him the freedom to do what he wants, but it also forces him to confront difficult moral questions. As he watches his hometown fall apart in the aftermath of the blast, his future is uncertain. Will he prove to be the city's deliverance ... or its downfall?

ZEKE 'JEDEDIAH' DUNBAR

"This kind of thing doesn't 'just happen'. Someone knows more than they're letting on."

Cole's best friend, Zeke has a taste for scare stories and conspiracy theories – until chaos envelops Empire City, and his left field theories deepen into real suspicions. Zeke starts to wonder who is behind the disaster ... and why they are bent on the city's annihilation.

TRISH DAILEY

"I just want to go back to before the explosion. But it's impossible. You can never go back."

Cole's girlfriend Trish is smart, beautiful and loving – and a trained medic. In the days after the blast, she sets to work helping those who have been struck down with the plague sweeping Empire City.

MOYA JONES

"Don't forget who's holding your leash, Cole. You help me, and I get you out of there, no questions asked."

Moya is an FBI agent who serves as Cole's eyes and ears in the city, feeding him information to help restore civil order – but her motives are not entirely selfless.

Moya is also using Cole to try to locate her husband, John: a fellow agent who was in Empire City at the time of the explosion.

SETTING UP

Set up the PlayStation®3 system according to the instructions in its Quick Reference manual. At start-up, the power indicator light will glow red to indicate that the PlayStation®3 system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the inFamous disc into the disc slot with the label side facing upwards. Select the  icon from the Home Menu. A thumbnail image of the software will be displayed. Press the  button to commence loading. Do not insert or remove accessories once the power is turned on. Please refer to the PlayStation®3 system's Quick Reference manual for further details about setting up and recharging a Wireless Controller. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **⊗** button to confirm. To return to the previous menu screen, press the **⊙** button.

DIRECTIONAL BUTTONS – MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of the directional buttons and the left stick unless stated otherwise.

UNTAPPED POWER

As inFamous unfolds, Cole is still coming to terms with his new powers. As a result, some abilities are not yet available to him. As the story progresses and Cole gains a greater understanding of the forces within him, the number and range of superhuman skills he can perform will increase.

Select the "Powers" option on the Pause Menu to keep track of Cole's experience level and view the powers currently under his command. For more information, please refer to the "Pause Menu" section outlined later in this manual.

DEFAULT CONTROLS

left stick
right stick

- ⊗** button
- ⊙** button (while running)
- ⊙** button (while hanging from a ledge)
- ⊙** button (while behind cover)
- △** button
- button
- button (hold while jumping)
- L1** button (hold)
- L2** button (hold)
- L3** button
- START** button
- SELECT** button

- Move
- Move camera
- Jump
- Dive and roll
- Drop
- Take cover/break cover
- Interact
- Melee attack
- Thunder Drop
- Aim
- Electric Drain
- Psychic Ping
- Access Pause Menu
- View City Map

AIMING CONTROLS

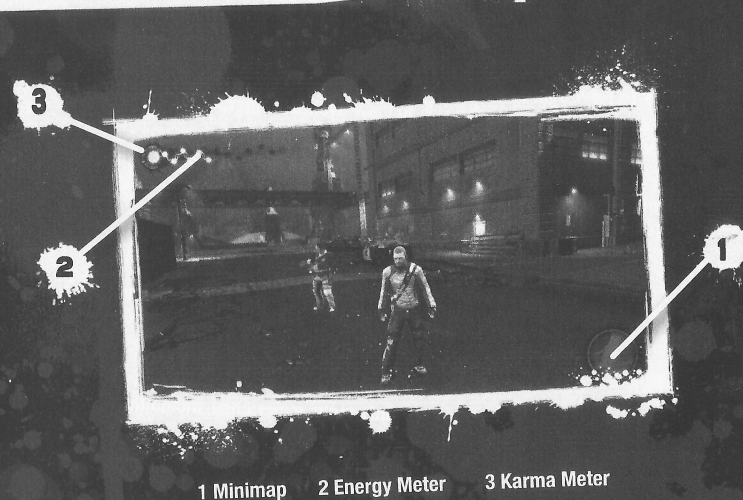
Press and hold the **L1** button to aim. When aiming, the following controls apply:

- ⊗** button
- R1** button
- R3** button (hold)

- Shockwave
- Lightning Bolt
- Switch target side

NOTE: as the story progresses, Cole will learn to channel his powers in new ways. When new abilities become available, the relevant controls will be displayed on-screen.

THE GAMESCREEN




1 Minimap

2 Energy Meter

3 Karma Meter






WELCOME TO EMPIRE CITY

After a short, cinematic introductory sequence, the Title Screen will be displayed. Press the  button to pay a new visit to Empire City and start the adventure at the beginning.

NOTE: inFamous uses an autosave function, allowing progress to be automatically saved to the HDD at key moments during the action. Saved data will be loaded at start-up and you will automatically continue the saved adventure.



PAUSE MENU

POWERS

Press  or  to view Cole's current powers plus details of any powers he is yet to master. Select a power and press  or  to view available upgrades for that power. Press the  button to purchase an upgrade.

NOTE: it is not possible to purchase upgrades for powers that Cole is yet to master. Experience points (XP) are required to purchase upgrades. For more information on XP, please see the "Earning XP" section outlined later in this manual.

HELP

View the default controls for inFamous. Press and hold the  button to view the Aiming Controls or press and hold the  button to view the Locked-on Controls.

OPTIONS

Adjust a range of settings to fine tune your inFamous experience, including camera controls, camera speed and difficulty level.

DEAD DROPS

Cole will gather lots of intelligence during missions, much of it in the form of audio recordings left at "dead drops" – secret drop-off locations used by undercover agents to exchange information. Access the Dead Drops Screen to listen to this data at any time and begin to unravel the mystery of Empire City's downfall.

STREET WISDOM: SURVIVING THE CITY

MINIMAP

Thanks to his previous job as a bicycle courier, Cole knows Empire City better than most – but his state of the art mobile Minimap still comes in handy for finding his way around the ruined metropolis.

The Minimap uses various icons to display information:

White arrow – Cole's current location and the direction he is facing

Blue exclamation mark – primary mission objective

Yellow exclamation mark – side mission

Blue lightning bolt – electricity source


Blue circle – Blast Shard

Red square – enemy

Blue area – safe territory

Darkened area – blackout area. In blackout areas, the city's power grid has failed and there are no electricity sources available to recharge Cole's powers.

CITY MAP

Press the  button to view a larger City Map. The City Map controls are as follows:

left stick

Move around the City Map

right stick

Zoom in/out

 button

Set/delete Way Point

WAY POINTS

Way Points are markers used to navigate the backstreets of Empire City. Set a Way Point on the City Map to display a blue marker in the location of your choice. When you exit the City Map, this marker will be displayed on the Minimap – helping you to navigate to the marked location.

NOTE: only one Way Point may be set at a time. A Way Point will be deleted automatically once the marked location is reached.

PRIMARY MISSIONS

Complete primary missions to move ahead with the main story and increase Cole's experience, helping him to master new powers. Primary missions are displayed on the Minimap and City Map as blue exclamation marks. When Cole arrives at a location marked as a primary mission objective, a blue beacon will be displayed. Move Cole into the centre of the blue beacon to start the mission.

SIDE MISSIONS

Complete side missions to liberate sections of the city from gang control and increase Cole's karma rating within the liberated territory. For more information on karma, please refer to the "Karma" section outlined later in this manual.

Side missions are displayed on the Minimap and City Map as yellow exclamation marks. When Cole arrives at a location marked as the start of a side mission, a civilian will be waiting for him with a yellow exclamation mark above their head. Approach the civilian and press the **△** button to start the side mission.

CLIMBING

Before the explosion, Cole spent much of his spare time free running and exploring the urban landscape. With his strength enhanced by the energy that now courses through his body, he can put his athletic skills and agility to incredible use.

Cole can climb, slide down, hang from or vault over virtually everything in Empire City – including trees, walls, radio masts, cars and billboards. He can even scramble up sheer walls by leaning towards them and jumping twice in quick succession.

To climb, simply jump towards a surface or object and, if Cole can grab on to it, he will. Move the left stick to climb up or down or to move along a ledge.

When Cole is standing on a ledge, press the **⊙** button to drop and hang from it. Press the **⊙** button again to let go of the ledge and fall. When Cole is hanging from a ledge, press the **⊗** button to swing up on to it.

ENERGY METER

Cole's body is a living dynamo, and his superhuman powers will only last as long as he remains charged with electrical energy. The Energy Meter displays Cole's current charge level as a series of small, glowing sparks called Battery Cores. As Cole uses his powers, the Battery Cores will fade one by one. When all the Battery Cores have faded to grey, use the Electric Drain power to recharge.

ELECTRIC DRAIN

The Electric Drain power allows Cole to recharge his Energy Meter and replenish his health by drawing energy from Empire City's power grid. Press the **L3** button to perform a Psychic Ping and reveal nearby electricity sources such as traffic lights or telephone lines. Electricity sources in the local area will glow blue momentarily. Press and hold the **L2** button when close to an electricity source to drain the electric energy from it.

BLAST SHARDS

Blast Shards are fragments of debris from the explosion that tore Empire City apart. They are infused with energy from the blast and glow brightly as a result – and Cole can use them to permanently enhance his strength. Find and collect the Blast Shards scattered throughout the city to increase the capacity of Cole's Energy Meter.

ATTACK DAMAGE

When Cole is hurt in an attack, blood will splatter across his field of vision. The direction in which the blood splatters indicates where the attack came from – so act fast to counter it. The more damage Cole receives, the more blurred his vision will become.

To replenish Cole's strength and prevent him from blacking out completely, evade further attacks until his health is restored. Alternatively, recharge Cole's electrical energy to give his health a boost.

KARMA

Throughout *inFamous*, Cole is faced with difficult decisions and moral dilemmas in which he is forced to choose where his priorities lie – will he help his fellow citizens, or put his own interests first? Cole's battle with his conscience will ultimately affect his relationships with his friends and the public, as well as the state of Empire City itself.

If Cole wreaks havoc and destroys public property with no regard for the safety of civilians, the city will suffer, becoming dirtier and more derelict. If Cole protects and supports his fellow citizens, the city's fortunes will improve. Passers-by may even show their gratitude by helping Cole in his struggle to drive out the gangs.

KARMA METER

The Karma Meter shows how popular – or unpopular – Cole is with the public. If Cole acts selfishly, his karma rating will decrease and the marker on the Karma Meter will move into the red section. If Cole commits selfless acts, his karma rating will increase and the marker will move into the blue section of the meter.

EARNING XP

Complete missions, reclaim territory from gangs and pull off amazing attacks to earn Cole experience points (XP), which can be used to purchase power upgrades. For more information on how to purchase power upgrades, please refer to the “Pause Menu” section outlined earlier in this manual.

COLE'S POWERS

Cole's powers will grow in number and strength as he becomes more experienced in controlling the forces within him. The more explosive the skill, however, the more energy it will require, depleting Cole's reserves. It therefore pays to be careful, and to choose the correct attack for each situation.

LIGHTNING BOLT

Fire off small bursts of electrical energy to take down enemies, charge electrical devices and destroy obstructions.

SHOCKWAVE

Launch a powerful wave of energy that knocks back everything – and everyone – in its path. Cole can use this ability to send large objects flying and force back entire hordes of enemies.

THUNDER DROP

Leap from on high and unleash a massive explosion as Cole slams into the ground, radiating energy outward like an earthquake. The Thunder Drop can easily flatten everything nearby – including civilians – so it is best used with caution.

PSYCHIC PING

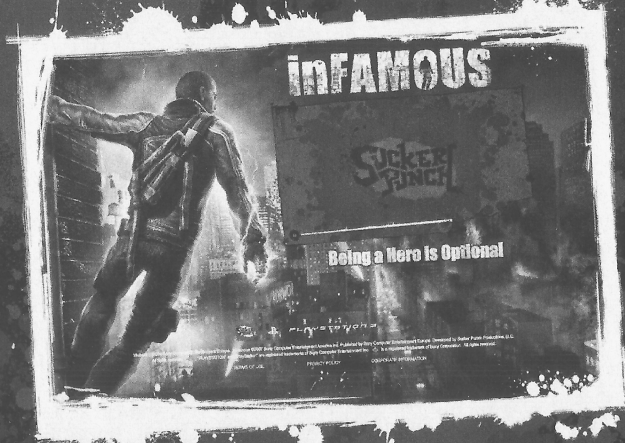
Emit a wave of energy that filters information back to Cole in the form of electric ‘echoes’. This ability helps Cole to visualise the immediate area and locate electricity sources.

THE EXPERIENCE CONTINUES...

Head to inFamous.thegame.com for all the latest inFamous news direct from Empire City.

Tackle testing moral dilemmas in the interactive inFamous video, check out the back story comic book for a glimpse of what life was like before the blast and even develop your powers in an exclusive inFamous mini-game.

The adventure continues at inFamous.thegame.com. Being a hero is optional: getting involved isn't.



For Help & Support please visit: **playstation.com** or refer to the telephone list below.

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Calls charged at local rate

Österreich 0820 44 45 40
0,116 Euro/Minute

Belgique/België/Belgien 011 516 406
Tarif appel local/Lokale kosten

Česká republika 222 864 111
Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb.
Pro další informace a případnou další pomoc kontaktujte prosím
www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111

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Po – Pa 10:00 – 18:00 Help Line
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support@dk.playstation.com Man–fredag 18–21; Lør–søndag 18–21

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0.79 Euro/min + pvm fi-hotline@nordiskfilm.com
maanantai – perjantai 15–21

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11,88 centesimi di euro + IVA al minuto Festivi: 4,75 centesimi di euro + IVA al
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support@no.playstation.com Man–fredag 15–21; Lør–søndag 12–15

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